

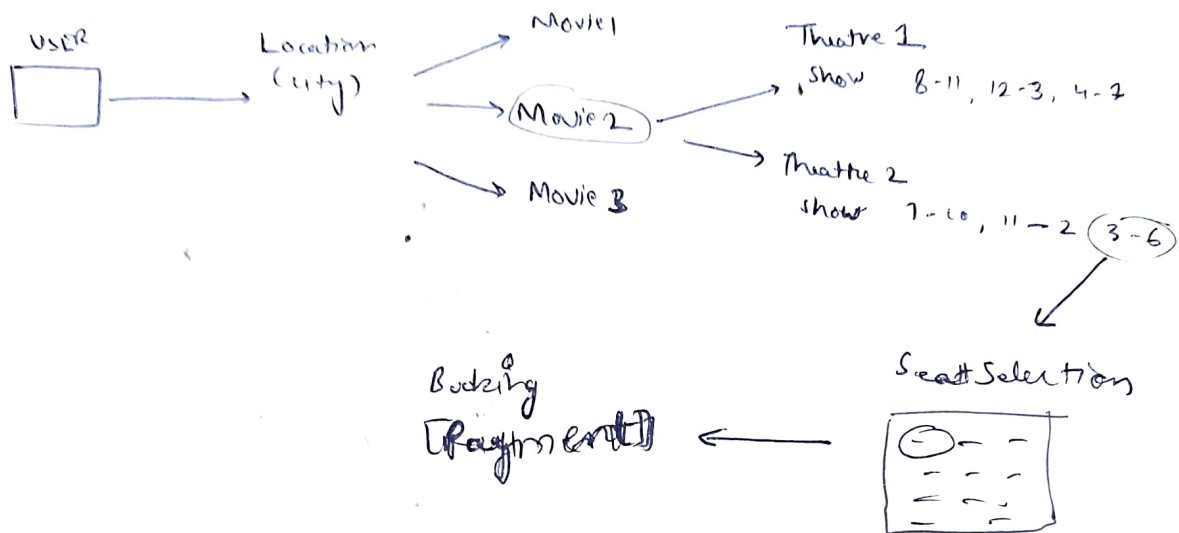
Design Movie Ticket Booking Application

→ Important followup question : concurrency Management.

How to make sure same seat is not assigned to same person.

Design + Concurrency + Code

STEP-I Rough Flow to gather requirements and ~~get~~ identify Objects

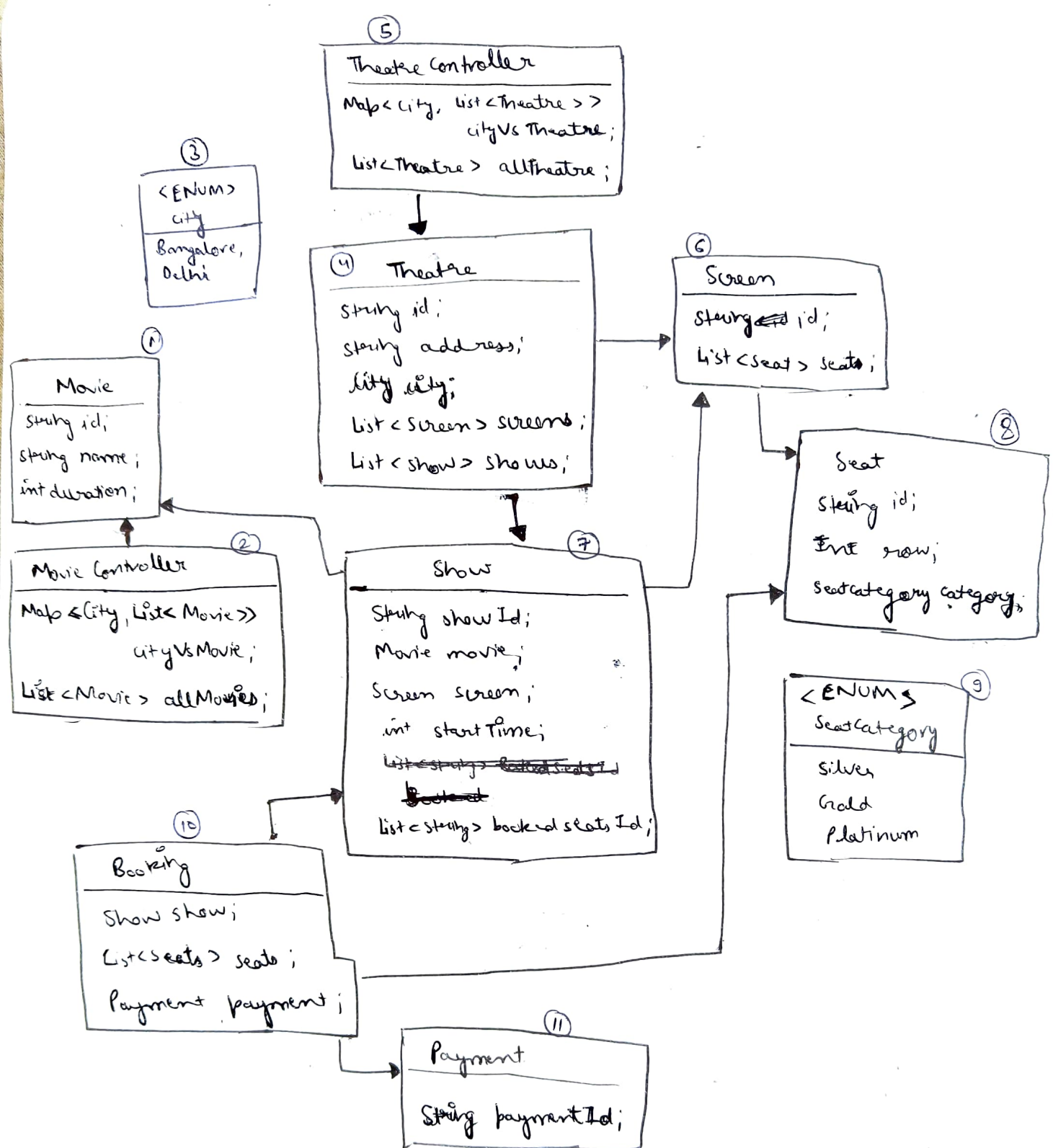


STEP II Objects :

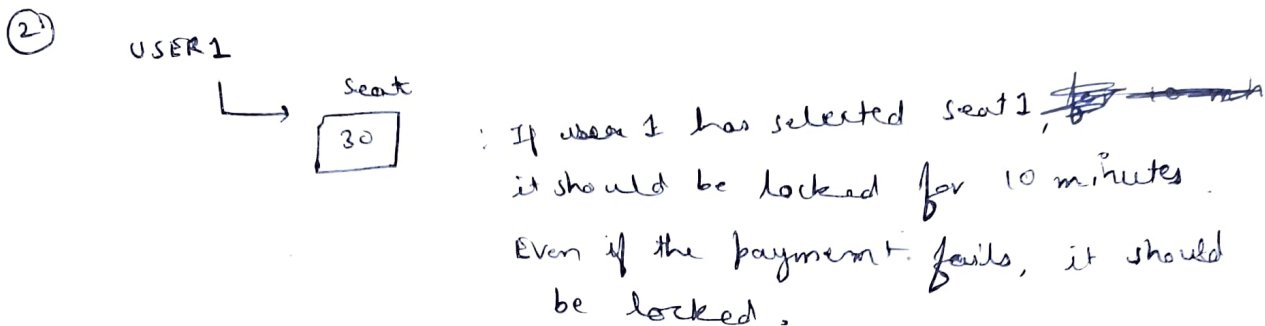
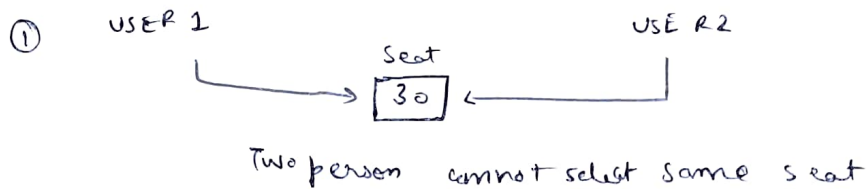
- | | | | |
|---------|-----------|----------|-----------|
| ① User | ③ City | ⑤ Screen | ⑦ Seats |
| ② Movie | ④ Theatre | ⑥ Shows | ⑧ Booking |
| | | | ⑨ Payment |

→ These are the standard objects which we can ~~see~~ see as of now.

Using Top to down Approach for designing here. ~~because~~



How to manage concurrency?

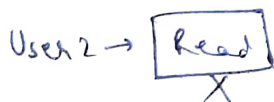


Concurrency handled in two ways

Pessimistic Lock

It will lock when reading.

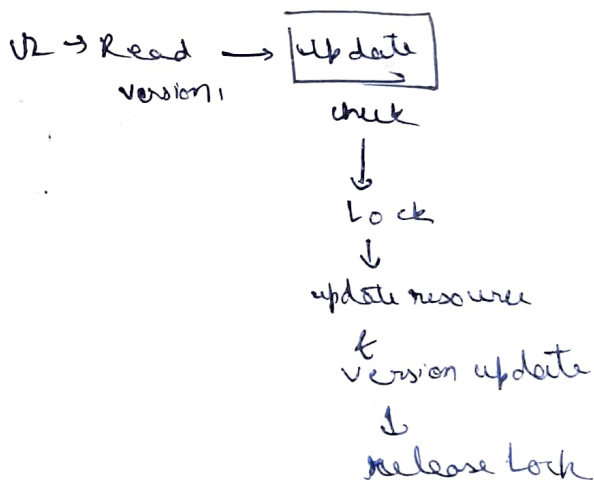
Let's say user 1 is reading resource R1. It will lock R1 resource. User 2 will not be able to read it



Optimistic Lock

It allows multiple users to read.

version 1
V1 → Read



So before ~~updating~~ locking & updating it will read if the current version of resource is same when it was read.

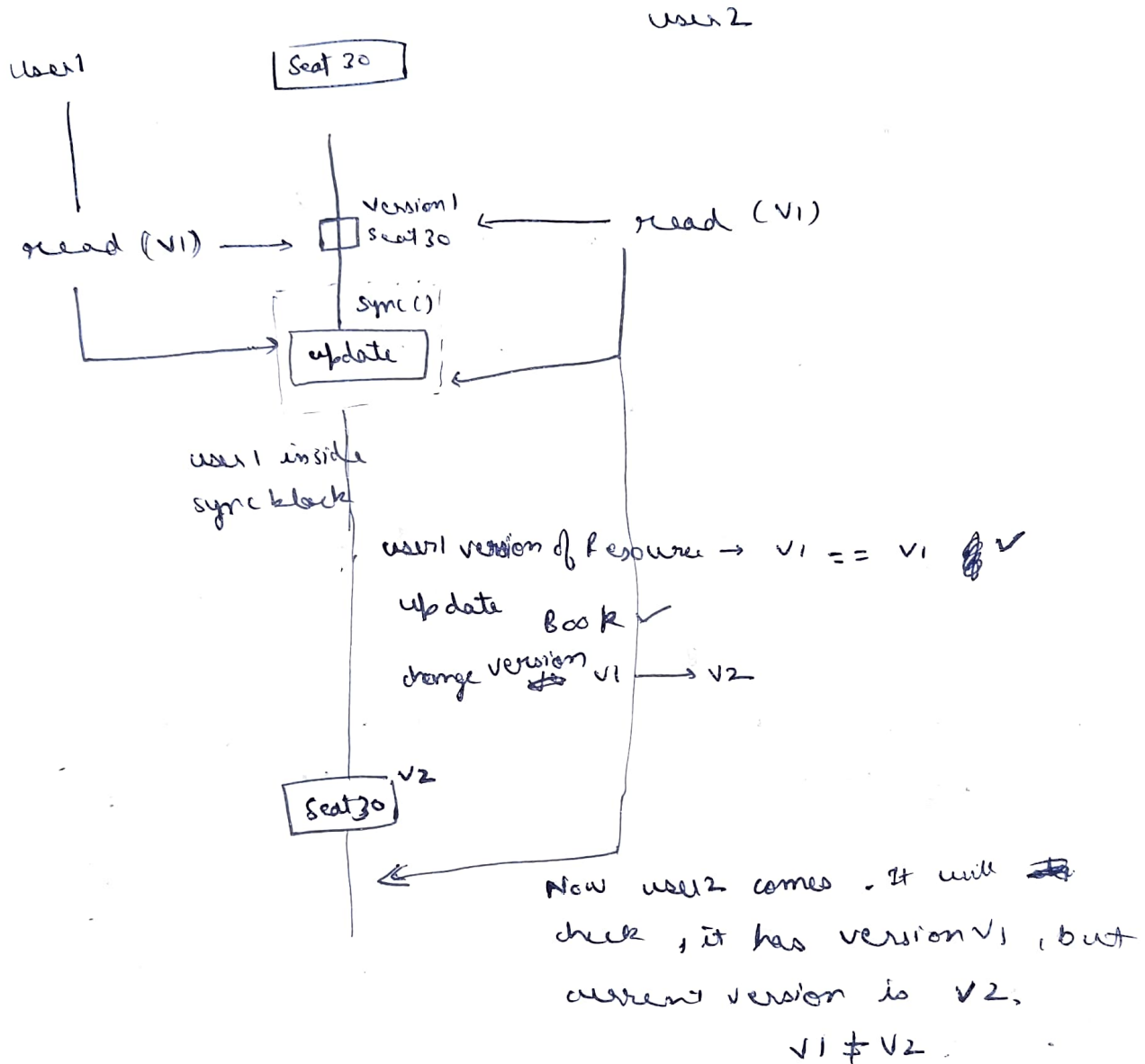
How to lock resource for some time?

Using Amazon Redis : In this we can set expiry time for lock.

In case of Booking show example →

We will not use pessimistic lock → as multiple users will not be able to see available seats at same time.

✓ Optimistic Lock →



Error message → retry.

We will use Amazon Rediss to acquire lock for 10 minutes.
As soon as ~~user1~~ user1 locks seat30, it ~~will~~ will be locked for 30 minutes even if payment fails.